



MSH Encyclopedia

Vol II – Hardware

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Introduction

This section of the MSH Encyclopedia includes all kinds of equipment, weapons, and vehicles.

MSH Encyclopedia Vol II: Hardware

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Equipment and Services

Found in this section are a number of other items that do not normally fit under the classification of weapon, vehicle, or headquarters package. They include common tools, modifications to weapons and vehicles, entertainment items, salaries, and items unique to the Marvel Universe.

Salaries

Salaries represent the payment of the listed services. Their abilities are generally self-evident (a pilot will always have pilot ability, a computer specialist computer talent). The listing for number of workers are for general numbers of people, whether construction workers, office employees, or security guards.

These stats are applicable to your standard run-of-the-mill employee. Specialists in their fields should be created individually by the Judge (alternatively increase the stats here by +1CS in their area, add an extra talent, etc)

Butler, Housekeeper, Secretary, Cook

F A S E R I P
Pr Ty Pr Ty Ty Ty Ty

Health 20

Karma 18

Talents:

Butler: None

Housekeeper: None

Secretary: Business/Finance

Cook: Cookery

Pilot

F A S E R I P
Pr Ty Ty Ty Ty Gd Ty

Health 22

Karma 22

Talents: Pilot

Lawyer

F A S E R I P
Pr Ty Ty Ty Ty Gd Ty

Health 22

Karma 22

Talents: Law

Bodyguard

F A S E R I P
Gd Ty Ty Ty Ty Pr Pr

Health 28

Karma 14

Talents: One fighting or weapon skill.

Equipment: As allowed by talent.

Mechanic

F A S E R I P
Ty Ty Ty Ty Gd Pr Pr

Health 24

Karma 14

Talents: Repair/Tinkering

Computer Specialist

F A S E R I P
Pr Ty Pr Ty Gd Pr Pr

Health 20

Karma 18

Talents: Computers

Scientist

F A S E R I P
Pr Ty Pr Ty Gd Pr Pr

Health 20

Karma 18

Talents: Any one scientific talent

Groundskeeper

F A S E R I P
Pr Ty Ty Ty Ty Ty Ty

Health 22

Karma 18

Talents: None

Construction Worker

F A S E R I P
Ty Ty Gd Ty Pr Pr Pr

Health 28

Karma 12

Talents: Engineering

Item	Price	Notes
Salary, Butler or Housekeeper	Ty	
Salary, Secretary	Ty	
Salary, Pilot	Ex	
Salary, Lawyer	Ex	
Salary, Bodyguard	Ty	
Salary, Mechanic	Ty	
Salary, computer specialist	Ex	
Salary, scientist	Ex	
Salary, cook	Ty	
Salary, groundskeeper	Ty	
Salary, 10 workers	Ex	
Salary, 50 workers	Rm	
Salary, 100 workers	In	
Salary, 150 worker	Am	

Everyday Items

- Fire Extinguishers inflict no damage normally, but against fire are of Good Intensity (eliminate fire of Typical Intensity or less in the same area on a green FEAT, of Good Intensity on a yellow, and up to Excellent on a red). Against characters with flaming powers, such as the Human Torch, the extinguisher causes a FEAT roll against that Intensity to retain flame.
- Fire Hoses have been used as riot control devices, and inflict 10 points Blunt Attack at a range of one area, and can be considered as fire bursts. Against fire and flaming characters, the water from a fire hose is considered Remarkable Intensity.
- Flashlights are common to all readers. The normal flashlight is the type most common, with a plastic or metal body. The Halogen flashlight has a brighter bulb and more concentrated beam, and blinds with a more powerful Intensity. Normal flashlight has a range of two areas, the halogen three.
- Infra-Red Goggles are similar to infra-red sights; these permit normal vision up to 5 areas away in dimly lit areas.
- Camera represents the standard photographer's tool. More expensive versions are available with higher definition. Camera accessories would include film (Feeble cost), flash (normal or halogen, as flashlight), and special lens, such as telephoto lens (Good cost).
- Scuba Gear allows the wearer to breathe tanked air for 2 hours. and as such dive to moderate depths in the ocean. The hoses and mask are made of Good material, and the tanks are made of Remarkable material. If the tanks are punctured, they will explode for Remarkable damage to all in the area.
- Roller Skates are used by a variety of heroes from Dazzler to Iron Man. Standard skates allow the hero to move at listed speed as it Endurance was three ranks higher.
- Rocket Pack, worn either as a belt-pack or a back-pack, allows the wearer to fly at Excellent speeds. All limitations on flight apply to the wearer, and Agility FEATs required are at one CS lower.
- Role-Playing Games are pastimes for those sad individuals without real lives (that's you and me, folks). Players are encouraged to take on alternate personalities in other universes and times, with exciting powers and equipment, in order to help them to forget their own mundane existences.

Item	Price	Notes
Fire Extinguishers	Ty	Excellent Intensity
Fire Hoses	Ex	Incredible Intensity
Flashlight, normal	Fe	Typical Intensity
Flashlight, halogen	Gd	Remarkable Intensity
Infra-red Goggles	Ex	Sees in Dark
Camera	Gd	
Scuba Gear	Gd	2 hours breathing
Roller Skates	Ty	Move as vehicle
Rocket Pack	Rm	Flight, Ex speed
Role-Playing Game	Pr	

Communications

In today's global society, communications mean everything. The Internet has become the primary research resource, and it won't be long before groups such as the Avengers and Fantastic Four open their own web sites (and rumor has it that Kitty Pryde is even working on an underground site for the X-Men)

A phone line will cost PR(4) cost for installation, plus FE(2) rental per month. You will need to buy a modem to connect a computer to this.

A mobile phone will cost TY(6) for connection, plus PR(4) rental per month.

An ISDN data line will cost PR(4) for installation, plus PR(4) rental per month. At this level, it is possible to keep up to six computers connected permanently to the Internet, and you can run local web and mail services. You will also need either an ISDN Terminal Adapter (for connecting a single computer) or a router (for connecting up to six).

ISDN Lines use a dial-up mechanism, the same way as normal phone lines, and can dial into any other ISDN system. If you are using your ISDN line for a permanent internet connection you will have it constantly dialed into your ISP.

A T1 data line costs GD(10) for installation, plus GD(10) rental per month. This is necessary to run a heavily-used web site, streaming video, or anything up to 100 computers. You will also need to purchase a router.

T1 lines connect two sites permanently, and cannot dial numbers like phone and ISDN lines. You can choose to connect to your ISP, or to connect two locations anywhere in the same country. Multiple T1s can be chained together to give faster speeds.

Each of these costs can also be assumed to include an Internet connection fee through an ISP,

including some web space and an email address.

To register your own Internet domain (fantasticfour.com?) costs PR(4) for two years, although the US Government will probably allow free registration of.GOV addresses for groups such as the Avengers.

[to do: satellite comms. - ED]

Sundries

Sundries list various Costs the players may encounter in everyday life. They are intended as guidelines, and the Judge may set a cost for certain items based upon the situation.

Item	Price	Notes
Night on the Town	Gd	
Broadway tickets	Ex	
Tickets to a WWF or WCW live event	Pr	
Dinner and Movie	Ty	
Rented Video	Fe	
Purchased Video	Pr	
Respectable Clothing	Pr	
Rented Tux	Ty	
Purchased suit or Tux	Gd	
Halston original	Rm	
Fur coat	In	
20 comic books	Ty	
Original Art	Gd	

Specialist Equipment

Items in this section are either very rare, extremely expensive, or highly-specialised.

- Unstable Molecules are a discovery of Reed Richards, and are used to provide clothing and uniforms that will adapt to the abilities and size of the character. Unstable molecules provide no additional protection to the wearer, but allow the use of super-powers without ill effect. The uniforms of the Fantastic Four, the Wasp, and the original outfits worn by the New X-Men were made of this material.
- Vibranium is a metallic substance that occurs in two related isotopes. There are two types. Wakandan vibranium is found only in that isolated African kingdom. and its existence had been kept secret from the outside world for years. Wakandan vibranium is a sound absorber. and a 6 oz lump will absorb all the sound in a single area. Sonic attacks are reduced by 5 ranks for effect. A gun with a vibranium silencer would be totally silenced. Antarctic vibranium, the other form

of the substance. weakens the bonds of metal atoms, causing them to melt. A 6 oz. lump will cause all metal in an area to become liquid (material strength FEAT to avoid). Wakandan vibranium is only rarely available due to the substance being kept by the Wakandan people and entrusted to the care of their ruler, T'Challa, better known as Black Panther. Antarctic vibranium is only slightly less available since the destruction of its source, the Savage Land. Both forms have Incredible material strength.

- Similar to vibranium, there are two forms of Adamantium. True adamantium is a mixture of chemical resins whose exact nature is a government secret; it has Class 1000 material strength, sufficient to resist the attack of an atom bomb. Secondary adamantium is less expensive, but while still very strong, is of Unearthly material strength and may be destroyed by the more powerful heroes of the Marvel Universe. It should be noted that Captain America's shield is stronger than true adamantium, and is made of an

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adamantium/vibranium alloy of unknown creation and consistency.

- Translation devices are used by Reed Richards and others to converse with strange creatures from other worlds. The translation device handles most known international and galactic languages, but an advanced model (Cost +1CS) would be needed to analyze an unknown tongue. Translation for known languages is instantaneous, for unknown languages 10 plus 1-10 rounds.
- Underwater breathing pills are another invention of Reed Richards, and allow air-breathers to breathe water for up to 4 hours. The pills also permit those characters with inborn flame abilities to use those abilities under water.
- Mystic Texts is a blanket term for those less-powerful magical books that mages acquire to aid them in their work. While such a mystic book would not hold the secrets of the Darkhold or the Book of the Vishanti, they may possess some spell usable to the mage. Such books are found in old collections, in the effects of wizards, and as such are not for sale at your

Item	Price	Notes
Unstable Molecules	In	
Wakandan Vibranium, 6 oz.	Am	
Antarctic Vibranium, 6 oz.	Un	
True Adamantium, 1 lb.	ShX	
Secondary Adamantium, 1 lb.	Un	
Translation Device	In	
Mystic Texts	In	
Underwater Breathing Pills	In	Last 4 hours
Pym's Reduction Formula	In	
Mutant analyzer	Am	

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local Waldenbooks .

- A Mutant Analyzer is a portable device that may be used to identify mutants at a distance. Range is one area. A mutant analyzer cannot detect a specific person as a mutant, but only that a mutant is present. The X-Men's Cerebro unit is a large scale version of this device, but the portable attachments function as listed. Similar devices have been developed by Forge and installed in various versions of the Sentinels.

Protection

This section contains all types of equipment that can protect it's wearer from attack or dangerous substances.

- Polarized Lenses are goggles that provide Good resistance to light attacks. If exposed to a bright light, they darken for 1 round, then lighten to allow normal sight.
- The Gas Mask allows the wearer to breathe and act normally in conditions of smoke, tear gas, or knock-out gas. It does not allow clear vision in these areas, however, only normal movement.
- Asbestos Suit is a flame-resistant suit used by firemen and others dealing in fiery and high temperature situations. It provides Remarkable protection from heat and fire, and is made of Good material.
- Flak Jackets are worn by police in special situations and by SWAT teams. These jackets provide Good protection from physical damage.
- Beta-Cloth is a light-weight material worn by agents of S.H.I.E.L.D. It provides Typical protection from physical attacks, Excellent protection from heat and radiation.
- Radiation Suits are used by technicians exposed to high radiation situations, and are of Good material, lined with lead. They provide Incredible protection against radiation.
- Armor was worn by the Knights of old, and is pretty much useless against anything other than Blunt and Edged attacks, and Bows. It acts as -1CS against other projectile weapons, and is totally useless against energy weapons. They also reduce Endurance for calculating movement speeds. The costs represent the difficulty of manufacturing these items nowadays. The most common use for Armor nowadays is to decorate the halls of manor houses, castles, and palaces.

Item	Price	Notes
Polarized Lenses	Gd	Good protection from light
Gas Mask	Ty	
Asbestos Suit	Ex	Remarkable Fire Prot.
Radiation Suit	In	Incredible Radiation Prot.
Flak Jacket	Ex	Good Body Armor
Beta Cloth	Rm	Typical Body Armor
Leather Armor	Ex	Typical Body Armor, move as End-1CS
Chain Armor	Rm	Good Body Armor, move as End -2CS
Plate Armor	In	Ex Body Armor, move as End-4CS

Computers

Computers are a complicated subject, and as such deserve their own dedicated section.

Personal Computer

Cost: Gd (10)

The type commonly available to most Americans, and is a tool, not an artificial intelligence, unlike some more powerful computers. The personal computer may be considered to have Poor Reason for problem solving, analysis, etc. as it is only as smart as the information placed inside it.

The Personal Computer can just about cope with running a low-use web site.

Server

Cost: Ex(20)

Servers are used for many tasks, including email, web, and database services. Computer Networks utilize servers to allow the centralization of expensive resources.

Some home users have a server-grade machine so they can run complex software development tools, or alternatively so they can pretend they are a big shot.

Accessories

Modem

Cost: Ty (6)

Links any computer into a net with other machines using a standard phone line.

Network Card

Cost: Pr(4)

Links a computer into a local area network (typically meaning all machines must be in the same building) using coaxial cable. If the cable is broken at any point, the entire network goes down.

Network Hub

Cost: Gd(10)

Allows computers with network cards to be linked into a more stable type of network, using Unshielded Twisted Pair (UTP) cable. Every computer has it's own connection to the hub. Any cable break only affects the computer connected on that cable.

Multiple hubs may be daisy chained together using additional cables.

Printer

Cost: Ty(6)

Choose between an Inkjet (slower color printing) or a laser (faster, higher quality, black and white)

Cost: Ex(20)

A color laser printer for fast, high quality, color prints.

Software

Computer Game

Cost: Pr(4)

A useful diversion between adventures. Origin's Ultima series is a pretty good choice.

Office Software

Cost: Ty(6)

An integrated package (wordprocessor, database, spreadsheet, presentations) that will give you everything you need for the paperless office (yeah, right)

Specialist Software

Cost: Ty(6)

Computer-Aided-Design, a programming package, or any other of those big expensive boxes that you see on the shelves at the back of Computer City.

Computer "Power Ranks"

Processor Speed

Feeble	1: Watches, other devices with extremely limited mathematical abilities 2: Calculators, from the kind you get for \$2 to advanced scientific (but not graphing)
Poor	3: Graphing calculators, very old computers (early 80's) 4: Computers from the mid 80's to 90's. (up to, but not including 100+ mhz systems)
Typical	6: Computers from 100 Mhz to 150 Mhz 7: 150 Mhz - 200 Mhz
Good	8-12: Computers from 200 Mhz to 300 Mhz 13-15: low-end workstations
Excellent	workstations
Remarkable	minicomputers
Incredible	mainframe computers
Amazing	supercomputers
Monstrous - Class 5K	Not usually available... mega supercomputers that some hero groups may have, or alien supercomputers

**Note: as per Moore's Law, computers get twice as fast every 18 months. So, the 166 Mhz Pentium MMX system i am typing this on is typical 7 right now, but shall be poor 4 in about a year. That is the way of things in the computer industry.*

Encryption

Feeble	Simple "fast" encryption routines that merely involve using the logical XOR command with the data stream and the user-provided password. Fairly easy to crack using brute-force method. Requires Gd feat to crack.
Poor	Older encryption algorithms, from mechanical encryption of the WWII era, to older computer-based encryption algorithms. Requires Rm feat to crack.
Typical	High-end encryption standards of the 80's. Before the introduction of public-key encryption. In feat to crack.
Good	PGP** at 1024 bits. (Personal-level encryption) Am feat to crack
Excellent	PGP at 2048 bits. (Commercial-level encryption) Mn feat to crack
Remarkable	Older military encryption algorithms. Un feat to crack
Incredible	PGP at 4096 bits. (Military-level encryption) Shift X feat to crack
Amazing	Very high end (top-secret) military encryption. Shift Y feat to crack
Monstrous - Class 5K	Encryption levels unknown to most governments. Perhaps encryption used by hero

groups or aliens.

**Note: if you must perform a Good computing feat and you only have a Typical rank computer, it can still be accomplished, you just need to take more time. (Tonnage based on the rank number of feat required divided by tonnage based on the rank number of computer you have gives you the number of rounds it will take.) $[t_{\text{rounds}} = r_2 \div r_1]$ (using tonnage is required because the marvel system is exponential. Using the equivalent tonnage of the rank number lets us use the true exponential nature of the marvel system. It would be too easy for a Ty rank computer to perform an Un rank feat if you just had to divide 100 by 6.*

***PGP is an encryption program available from www.pgp.com*

****Note: if you double, or triple the encryption keys per file, you double or triple the encryption rank number, and the rank number of the feat it takes to crack it. For example: if you used PGP at military rank with three different keys encrypted one on top of the other for one file, you've got a file protected with Un 120 encryption, and it would take a Shift Z 450 feat to crack it. [Wow!] The drawback to this, of course, is the time it takes to encrypt/decrypt the file. (Rm 30 computing feat to encrypt/decrypt the example)*

*****Note: the encryption ranks (i.e. Good = PGP64) given do **not** represent the feat required to encrypt the data. Most encryption is just a Ty rank feat to encrypt, maybe Gd 10 for PGP1024.*

Robots

Robots represent the preprogrammed, simplistic devices used as security guards or in danger rooms. It does not include robot player characters such as the synthezoid Vision, nor free-willed entities such as Ultron.

- The Standard Robot is only capable of simple tasks, and has no special abilities other than to record what transpires before its recorders and perform simple tasks. The H.E.R.B.I.E. series was a modified form of the standard robot. All Standard robot abilities are Typical.
- The Sentry Robot has a bit more programming and firepower. It is programmed to identify hostile threats (that is -- anything not in its bank) and open fire. Sentry robots come equipped with Good Strength lasers, though some may be additionally armed. All sentry robot abilities are Good.
- The Talent Robot is a

robot specifically designed for a certain purpose, and its programming reflects that purpose. The Avengers' fire-fighting robots or the robotic opponent the Black Knight uses are examples of talent robots. Such robots may have one ability at Remarkable level. All others are Excellent.

Final note on robots: Certain robots may be custom built. These are reflected in the Building Things section.

Item	Price	Notes
Robot, standard	In	
Robot, Sentry	In	
Robot, Talent	Am	

Weapons

Weapons are typically used by villains, members of the military and government agencies, and vigilante-style heroes. Most heroes do not use weapons unless they carry personalised devices of some kind (Captain America, Hawkeye, Iron Man)

Heading Definitions

Name: Name of the weapon
 Price: Price rank to meet or beat when making a Resource FEAT
 Range: Effective Range in areas
 Damage: Amount of damage inflicted by standard weapon of the type listed. Weapons that inflict special or variable damage are marked with a *.
 Type: Effects Column on the Universal Table. The types are S = Shooting F - Force E =Energy
 Rate: Number of shots that may be fired on one round.
 1 = fire one shot/round 2 = fires 2 shots/round 1 per 2 = fires one shot every other round
 Shot: Number of shots a weapon can fire before it must be reloaded. In effect. the number of consecutive rounds of firing.
 Material: Material strength of the weapon.

Notes

One-handed: The weapon can be fired one-handed without penalty
 Illegal: Possession of this weapon outside of certain authorized groups is a misdemeanor.
 Military: Possession of this weapon outside of the military and certain authorized groups is a crime (Other Crime).
 Power pack: This weapon operates from a power pack, as opposed to using standard ammunition.
 Bursts: This weapon may affect multiple adjacent targets.
 Scatters: This weapon affects all within one area of the target.
 Two men to fire: Two persons are required to fire this weapon effectively. One may fire, with the result of the firing rate being halved and a - 2CS to hit.
 Stationary: This weapon does not move, but it can turn in place.

Shooting Weapons

This section includes those projectile weapons that can be carried and fired by an individual.

Name	Price	Range	Damage	Type	Rate	Shots	Material
Cheap Handgun One-handed, no special ammo	Fe	2	6	S	1	6	Pr
Handgun/Pistol One-handed	Ty	3	6	S	1	6,8,9	Ex
Target Pistol	Ty	5	6	S	1	1	Ex
Variable Pistol One-handed, may change ammo type in field	Gd	3	6	S	1	6,8,9	Ex
GyroJet Pistol One-handed, fires gyro-jet ammo, illegal	Ex	5	10	S	1 per 2	3	Gd
Laser Pistol One-handed, power pack. illegal	Rm	10	10	E	1	10	Pr
Stun Pistol One-handed, power pack, Typical Intensity stunning	Rm	2	*	*	1	10	Pr
Concussion Pistol One-handed, power pack	In	4	10	F	1	5	Ty
Plasma Beam Handgun One-handed, power pack	Am	7	20	F	1	10	Ex
Machine Pistol Bursts one-handed, military	Ex	3	20	S	1	6	Ex
Rifle	Ty	10	10	S	1	4	Ex
Hunting Rifle	Gd	10	10	S	1	6,7,8	Gd
Sniper Rifle	Gd	10	15	S	1	4	Gd
Assault Rifle Military	Ex	7	10	S	2	20	Gd
Laser Rifle Power pack, illegal	Rm	4	20	S	1	20	Ty
Stun Rifle Remarkable Intensity stunning, power pack, illegal	Rm	5	*	*	1	20	Ty
Concussion Rifle Power pack, illegal	Rm	7	10	F	1	12	Gd
Automatic Rifle Military, bursts	Ex	5	15	S	1	20	Gd
Shotgun Bursts	Gd	3	20	S	1 per 2	2	Gd
Riot Gun Fire one-handed at -1CS	Gd	2	15	S	1	6	Ex
Grenade Launcher Military	Ex	4	*	S	1 per 2	1	Gd
Sub-Machine Gun Fire one-handed at -2CS, bursts, military	Rm	7	25	S	1	7	Gd
Machine Gun Bursts, military	In	10	30	S	1	20	Gd
Flamethrower Fire burns for 10 points/damage/ round, scatters, military	In	2	30	E	1	5	Ty/Gd
Flare Pistol	Gd	2	10	*	1	1	Gd

The Cheap Handgun is the weapon of choice of most low-level criminals. It is easy to use, sufficiently deadly, and most of all, inexpensive. The hero breaking up a liquor store robbery would most likely encounter this type of weapon. The cheap handgun takes only standard ammunition.

The Handgun/Pistol is the next most common weapon, and like the cheap handgun, is easily concealed. A number of makes and models exist, noted by the different number of shots available. When the number is not predetermined (the text states a 9-shot pistol), assume the chambers hold 6 shots.

The Target Pistol is the most finely balanced and accurate of the pistols. The user of a target pistol suffers no penalty for range when firing with two hands. Its drawback is that the target pistol fires one shot, then must be reloaded.

The Variable Pistol has an advantage in that it may be set in the field to a specific type of ammunition, and changed according to need. Most handguns fire standard ammunition, and must be modified to fire other types as well. The guns carried by the Punisher are of Variable type.

A GyroJet Pistol fires a miniature rocket, which may affect one or more targets according to ammunition type. Gyro-jets will only fire one type of ammunition, and gyro-jet ammunition will not fit any other type of gun. Possession of gyro-jet equipment is restricted, and its use is illegal (treat as Other Crime).

The Laser Pistol, Concussion Pistol, and Plasma Beam Handgun are weapons used by high-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M. Their possession is illegal by unauthorized persons (Other Crime). All three types operate from power packs.

The standard Stun Pistol fires a stunning beam of Typical Intensity, and the target must make an Endurance FEAT or pass out for 1-

10 turns. It operates from a power pack.

The Machine Pistol is the most powerful form of one-handed weapon, and fires bursts (affects up to three adjacent targets). It is used by the military as well as government and subversive organizations. Possession by ordinary folk is illegal (Other Crime).

The Rifle and Hunting Rifle are standards for their types: relatively long, two-handed weapons (may be fired one-handed at - 2CS). The hunting rifle is merely a higher grade of rifle.

The Sniper Rifle, like the target pistol, suffers no penalty for firing up to maximum range. It is used by criminals as well as the military.

The Assault Rifle is the version of the rifle used by the military.

The Laser Stun and Concussion Rifles are larger versions of their handgun equivalents. The stun rifle fires a beam of Remarkable Intensity. All use power packs. All are illegal.

The Automatic Rifle is a military weapon that fires bursts. A Semi-Automatic version with similar stats may be altered to fire normal shots. Possession outside of government-recognized agencies is illegal (Other Crime).

The Shotgun is a one- or two-barreled weapon that fires bursts. It is often loaded with non-lethal cartridges (such as rock salt) that will not inflict Killing damage (ignore Kill results). One or both barrels may be fired.

The Riot Gun is a smaller version of the shotgun, and fires grenade-like missiles and canister shot (treat as grenades). Riot guns may be fired one-handed at - 1CS to hit.

The Grenade Launcher is a military weapon that fires grenades a set distance with no penalty for range. Private possession is illegal (Other Crime).

The Sub-Machine Gun is a military weapon that fires bursts, and may be fired one-handed at - 2CS to hit.

The Machine Gun is a military weapon that fires bursts, but may not be fired one-handed.

The Flamethrower is a military weapon that shoots a jet of flaming jelly, affecting all targets in the area. The fire burns for Incredible (40) points damage the first round, and continues to burn for 10 points damage each round until put out For 1-10 rounds).

Flare Pistols fire a burning charge that lights the sky, either to provide illumination (lighting all areas within three) or as a signal device (fired 10 floors straight up). Used as a weapon, the device has a range of two areas, and inflicts Good damage. The charge is incendiary and will ignite flammable material.

Artillery

This section covers those weapons that are usually mounted on a vehicle or chassis, and cause devastating amounts of damage.

The Bazooka is an old-style military weapon, still used in small armies and by criminals as well as in old WWII movies. It has recently been replaced by the LAW. It requires two men to fire.

LAW stands for Light Anti-tank Weapon, and is the replacement for the Bazooka on the battlefield. It requires one man to fire.

Light Artillery is a blanket term for projectile weapons above the Bazooka/LAW class but still moveable by a normal man, and includes mortars.

Stun, Concussion, and Laser Cannons are the largest version of the pistols and rifles of the same name. They must be stationary to fire, and all rely on power packs. Stun cannon fires bursts of Incredible Intensity.

Heavy Artillery refers to large mobile weapons that require horses or vehicles to lug around. They must be stationary to fire. Fire affects all in target area.

Super-Heavy Artillery is reserved for large immobile weapons, most often battleship and railroad guns.

They require a crew of at least two men to fire.

The Missile Launcher is a military weapon that fires [missiles](#), and may range from small launchers similar to the LAW to missile equivalents of the Heavy Artillery.

Name	Price	Range	Damage	Type	Rate	Shots	Material
Bazooka							
Two men to fire, military							
LAW							
Military							
Light Artillery							
Two men to operate, military							
Stun Cannon							
Two men to fire, one-man firing at -1CS to hit, Incredible							
Intensity stunning, bursts, power pack							
Concussion Cannon							
Power pack							
Laser Cannon							
Power pack							
Heavy Artillery							
Two men to fire, scatters, military							
Superheavy Artillery							
Stationary, two men to fire, military							
Missile Launcher							
Fires missiles of various capabilities, military							

Bolt-Throwers

This category includes bows, crossbows, and any other weapon that fires a penetrating bolt of some kind.

Bows are two handed-weapons, though the Crossbow can be fired one-handed at a -2CS to hit. Both Bows and Crossbows have a -1CS to hit, unless the wielder has Bow Talent.

The Spear Gun is similar to the crossbow in statistics, but may fire its bolts underwater for their full distance without penalty. Because it is designed for underwater use, it is -1CS to hit on land.

Name	Price	Range	Damage Type	Rate	Shots	Material	
Regular Bow Two-handed	Pr	5	6	S	1	1	Pr
Long Bow Two-handed	Ty	6	10	S	1	1	Ty
Compound Bow Two-handed	Ex	7	15	S	1	1	Gd
Crossbow Fire one-handed at -2CS	Gd	3	10	S	1 per 2	1	Ty
Spear Gun	Gd	3	10	S	1 per 2	1	Ty

Ammunition

Damage listed for each weapon is for standard ammunition. Stun, concussion, and laser weapons operate from power packs, and may not use other types of ammunition. Gyro-jets may only use gyro-jet ammunition, though there are several warhead types.

There are several types of specialized ammunition, the first of which is Mercy Shot. Mercy bullets inflict no damage, but spread a Remarkable Intensity knock-out drug over the skin of the target. If the bullet inflicts damage to the target, the drug takes effect, knocking those affected out for 1-10 rounds.

Of a more deadly nature is AP Shot. Armor-piercing bullets reduce the target's Body Armor by 2 CS (from Good to Poor, for example) for purposes of hitting and damage. This type of ammunition has no effect on force fields (including the force-field stiffened armor of Iron Man).

Less lethal is Rubber Shot, a type of ammunition that inflicts slugfest damage as opposed to shooting damage. Ignore Slam results in using rubber bullets. Explosive Shot inflicts twice normal (listed) damage for the weapon. If the weapon fires bursts or scatters, all in the area are affected when using explosive shot.

Canister shot is a special type of ammunition, similar to the shot-gun shell in that it may be loaded with a number of cartridges for various effects, all for the same cost. The player should specify the type of canister desired when purchasing.

- Gas Canisters: contain Incredible Intensity Tear Gas. Cover one area.
- Knock-Out Canisters: contain Remarkable Intensity Knock-Out gas. Cover one area.
- Smoke Canisters: contain Excellent Intensity smoke. Cover one area.

- Explosive Canisters: inflict double damage to all in target area, normal damage to all in adjacent areas.
- Incendiary Canisters: inflict damage as listed for weapon in fire, which burns at that Intensity for f-10 rounds.

range. If several targets are of the same heat, then it will determine a target randomly. This ammunition type is only available for Gyro-Jet Pistols.

Heat-Seeker Ammunition seeks out the hottest source in line to the target. Will track the hottest source up to maximum of the weapon's range, and suffers no penalty for

Name	Weapon	Cost	Rounds
Standard	All Handguns	Fe	50
Standard	All Rifles	Fe	50
Standard	Assault Rifle	Fe	30
Standard	Automatic Rifle	Fe	20 (1 clip)
Standard	Sub-Machine Gun	Fe	7 (1 clip)
Standard	Machine Gun	Pr	20 (1 clip)
Standard	Shotgun	Fe	10
Standard	Bazooka	Fe	1
Standard	LAW	Fe	1
Standard	Light Artillery	Pr	1
Standard	Heavy Artillery	Ty	1
Standard	Superheavy Artillery	Gd	1
Power Pack	Pistol	Ty	1 pack
Power Pack	Rifle	Gd	1 pack
Power Pack	Cannon	Ex	1 pack
Mercy Shot	Handgun	Fe	10
Mercy Shot	Rifle	Fe	10
Mercy Shot	Assault Rifle	Fe	5
Mercy Shot	Automatic Rifle	Ty	20 (1 clip)
AP Shot	Handgun	Fe	10 rounds
AP Shot	Sniper Rifle	Fe	10 rounds
AP Shot	LAW, Bazooka	Fe	1 round
Rubber Shot	Handgun	Fe	40 rounds
Rubber Shot	Rifle	Fe	40 rounds
Explosive Shot	Handgun	Ty	10 rounds
Explosive Shot	Rifle	Ty	10 rounds
Explosive Shot	Bazooka	Gd	1 round
Canister Shot	LAW, Bazooka, Riot gun	Gd	1 round
Canister Shot	Light Artillery	Gd	1 round
Canister Shot	Heavy Artillery	Ex	1 round
Canister Shot	Superheavy Artillery	Rm	1 round
Standard	Gyro-jet	Pr	5 rounds
Explosive	Gyro-jet	Pr	1 round
Heat-Seeker	Gyro-jet	Pr	1 round
Explosive H-S	Gyro-jet	Gd	1 round

Name: Type of ammunition

Weapon: Specific type of weapon used

Price: Resource Rank

Amount: Standard packaging of that type of ammunition.
(You cannot purchase half a clip of Automatic Rifle standard.)

Melee and Thrown Weapons

Weapons that are held in the hand, or thrown at your opponent, are listed here.

A Knife is defined as any blade weapon with a blade up to 12 inches. May be thrown as a thrown object.

Swords are considered one-handed blade weapons with blades over 12 inches long. Not normally thrown.

Great Swords are two-handed blade weapons. They may be wielded one-handed at - 2CS to hit.

Axes are any chopping weapon, including fire axes, that may be wielded with one hand.

Great Axes are two-handed chopping weapons, used by medieval-type folk.

A Spear is considered as any thrusting blade with a handle over one foot long, and is normally thrown or wielded with two hands.

Clubs are standard blunt weapons, and include makeshift weapons such chairs and tables.

Shuriken are also called throwing stars. Maximum range of these stars is three areas.

The Boomerang is a flat, curved

throwing stick. Only a character with Throwing talent may cause a Boomerang to return to his hands.

Whips can make Grappling or Grabbing attacks from a distance, as if the whip had a Strength equal to its material strength. Example: a villain using a leather whip tries to entangle a charging hero. The villain rolls a Grappling attack on the Typical column. The result would then be a Miss, Partial hold, or Full hold.

Mace is a small one-area weapon that shoots a mist of Typical Intensity tear gas at a single target adjacent to the user. It does not require an Agility FEAT to hit, though the target must make an Endurance FEAT to avoid the effects.

Caltrops are small, dart-like jacks that are scattered to avoid pursuit. They inflict Poor Edged Attack on those that step on them (but are non-lethal -- no Kill results). For road and off-road vehicles that use tires, the caltrop acts as an Edged Attack of Excellent damage, and immediately forces a Control FEAT.

Name	Price	Damage	Type	Strength
Knife	Fe	10	EA,ET	Ex
Sword	Pr	10	EA	Ex
Great Sword, Two-Handed	Gd	15	EA	Ex
Axe	Gd	5	EA	Gd
Great Axe, Two-Handed	Ex	15	EA	Gd
Spear	Fe	10	EA,ET	Gd
Club	Fe	10	BA,BT	Gd
Shuriken	Fe	10	ET	Ex
Boomerang	Pr	10	BT	Gd
Whip, leather	Pr	0	Gp,Gb	Ty
Whip, metal	Gd	10	Gp,Gb	Gd
Mace	Ty	*	*	Ty
Caltrops	Ty	*	*	Ex

Accessories

The following items can be added to certain weapons to improve their effectiveness.

Also included are items that can be used to restrain your opponent once you have defeated them.

- The Silencer is a device that may be added to a pistol or rifle which inflicts damage on the Shooting table, excluding the gyro-jet and all lasers, stunning and concussion weapons. The silencer operates by dispersing the gases from the shot that creates the crack of the pistol. Using a silencer reduces maximum range by one rank for the weapon, but the target (and those around him or her) must make an Item Intuition FEAT to hear the shot and know its location.
- Sniper Sights are built into the sniper rifle and the target pistol, and added to any other weapon eliminate the penalty for range for weapons. The user of a weapon with a sniper sight automatically has an initiative roll of 10(last in the round). Its use is considered illegal(Other Crime).
- Infra-Red Sights are a modification similar to the sniper sight, may be used for any missile weapon. These sights permit the user to see up to 5 areas in the dark.
- A Tripod includes all devices used to steady a rifle, automatic rifle, assault rifle, or machine gun to aid in its firing, and may be used by laser, stun, and concussion versions of those weapons. A weapon with a tripod receives a +1CS to hit, provided it is resting on the ground or other steady surface
- Handcuffs are a standard restraining device used by the police forces of the world to prevent actions by criminals in custody. They are made of Excellent material.
- Inhibitor Bands interfere with the use of natural abilities, including those of mutants and altered humans. The hero suffers a - 5CS on all physical abilities (FASE), and a - 7CS on the use of all Powers. Talents and mental abilities (but not Powers) remain untouched. No ability may drop below Feeble. Technological and magical powers are not affected.
- Nullifier Bands interfere with the working of high-tech power suits in much the same way as Inhibitor bands affect mutants. If the strength of a character wearing a suit of powered armor (such as Vindicator, Iron Man, or Guardsman)

is reduced to Feeble. the suit freezes up and the character is immobilized.

Item	Price	Notes
Silencer	Gd	Reduces range one area
Sniper Sights	Gd	Removes penalty for range, fire last
Infra-red sights	Gd	Sees in dark
Tripod	Ty	+ 1CS to hit
Handcuffs	Ty	Excellent material
Inhibitor bands	Rm	-7CS
Nullifier bands	In	-7CS

Explosives

Grenades, missiles, and anything else that goes bang by itself.

Grenades on the price list refers to those standard types of grenades available. All grenades are usable by military and government organizations but their ownership and use by private citizens (and criminals) is illegal (Other Crime).

Fragmentary Grenades inflict Remarkable Edged Attack damage to all in the same area.

Smoke Grenades release Excellent Intensity smoke. All FEATs within the smoke-filled area are made at -2CS.

Tear Gas Grenades release Typical Intensity Tear Gas.

Knock-Out Grenades release knock-out gases of various Intensities. Health is unaffected by knock-out gas.

Flash Grenades create a flash of up to Amazing intensity Those facing the flash are affected.

Concussive Grenades inflict 40 points of damage as a Blunt Attack, to all in the area

Sonic Grenades inflict 20 points of Energy damage to all in area; in addition, all must make an Endurance FEAT against Excellent Intensity Stunning.

There are three readily available types of missiles:

The Standard Missile

Body	Control	Speed
Ex	Rm	Ex

The High-Tech Missile

Body	Control	Speed
Ex	In	Ex

The High-Speed Missile

Body	Control	Speed
Ex	In	Am

These three types come in a variety of forms, and a character cannot be able to identify an approaching missile's type unless he is familiar with the various makes.

Example: Given his background in weapons research, Tony Stark may be able to make a Reason FEAT to determine what a type of missile is,

Name	Cost	Special Damage
Grenade, Fragment	Ex	RM damage, Scatter
Grenade, Smoke	Gd	-2 CS for FEATs
Grenade, Tear Gas	Ex	Typical Intensity
Grenade, Knock-out	In	Good Intensity
Grenade, Knock-out	Am	Excellent Intensity
Grenade, Knock-out	Mn	Remarkable Intensity
Grenade, Flash	Ex	Amazing Intensity
Grenade, Concussive	Rm	40 points BA
Grenade, Sonic	In	20 points Energy
Missile, Standard	Am	
Missile, High-tech	Mn	
Missile, High-speed	Mn	
Missile Control, Wire-guided	Rm	
Missile Control, Tele-guided	In	
Missile Control, Computer	Am	
Missile Control, Radio	In	
Missile Control, Heat Seeker	Rm	
Missile Payload, Standard	Rm	40 points, Scatter
Missile Payload, Concentrated Explosive	Rm	40 points, one target
Missile Payload, High Exp.	Am	70 points Scatter, 20 points, adjacent
Missile Payload, Incendiary	In	40 points fire
Missile Payload, Gas	Am	Amazing Intensity
Smoke, fill one area	Gd	- 2CS on FEATs
Tear Gas, fill one area	Ex	Typical intensity
Knock-Out Gas, fill one area (also explosives)	Ex	Feeble Intensity
	Rm	Poor Intensity
	Rm	Typical intensity
	In	Good intensity
	In	Excellent Intensity
	Am	Remarkable Intensity
	Am	Incredible Intensity
	Mn	Amazing Intensity
	Mn	Monstrous Intensity
	Un	Unearthly Intensity, 10 points BA

but Johnny Storm cannot.

Control Systems:

Wire-guided: The missile is controlled by wire leading from the tail of the missile (Feeble material). The Wire-guided missile has the Agility of the controller to hit. Severing the wires causes the missile to behave as if it has no control. Range of 10 areas, maximum, but no penalties for range.

Tele-Guided: The missile is guided by a camera in the nose of the missile, and the operator may be up to 5 miles away. Use the Control of the missile or the Agility of the controller (whichever is lower) to determine Control FEATs for this type of missile.

Computer-Guided: The missile is programmed internally for a specific target. its ability to determine the target is considered Poor if multiple similar targets are available.

Radio-Linked: Also called a homing missile. The missile tracks on a specific wavelength, either directed from its point of firing or issuing from the target. Destruction of a tracer or cessation of the signal causes the missile to go out of control.

Heat-Seeking: This form of guidance will "lock on" to the highest flame source in its path (usually a jet-engine or flaming hero). The missile will only be sidetracked by a higher source of heat.

The Payloads:

Standard Missile Payload: inflicts 40 points EA damage to all in the target area.

Concentrated Explosive: inflicts 40 points EA damage to target only.

High Explosive: inflicts 70 points EA damage to all in target area, and 20 points to those in adjacent areas.

Incendiary: inflicts 40 points Energy damage to all in area, and burns for Good Intensity for each round afterward until put out.

Gas Payload: contains Amazing Intensity tear or knock-out gas, which will affect all in the area.

Smoke: Smoke, whether from fire or missiles, is usually considered to be of Excellent Intensity to see through. All FEATs performed while in a Smoke-filled area are at -2CS.

Tear Gas: Most tear gas is considered to be Typical intensity. Those failing the Endurance FEAT roll against this gas may take no actions other than movement until they leave the area, nor for one round after leaving that area.

Knock-Out Gas: Knock-Out gas is listed in various Intensities, as it is a favorite device to knock out bad guys and good guys. Those in the same area as knock-out gas must make an Endurance FEAT or be knocked out for 1-10 rounds.

Exotic Weaponry

All those weird and wonderful weapons that don't fit in anywhere else are listed here. Most of these items are extremely hard to find (or build)

The Stasis Ray is an expensive device that often shows up in the defenses of mastermind villains. It projects a ray of Monstrous Intensity stunning, and those who are held by the ray are immobilized for as long as the ray is in effect. It is rarely portable, and requires a massive drain of power to maintain. It has been used by futuristic geniuses such as Kang the Conqueror.

A Mutant Neutralizer is a device that removes inborn abilities temporarily or permanently. The range of the device is 3 areas, and the target gets an Endurance FEAT to avoid the effects. Standard time of effect is 1-10 rounds without power (abilities drop to Excellent, no super-human powers permitted, but Talents and Contacts are unaffected). The mutant Forge, working for the Department of Defense, has developed a neutralizer with potentially permanent effects. The only model of this neutralizer was destroyed by Jim Rhodes (Iron Man II).

Item	Price	Notes
Stasis Ray	Mn	Amazing Stunning
Mutant Neutraliser	Un	

Vehicles

Not every inhabitant of the Marvel Universe has the ability to move around great distances under their own power. Therefore, the concept of vehicles was born.

Some craft provide no protection to the rider

Heading Definitions

Name: Name of the Vehicle

Type: General "type" of the vehicle

- Road -- Craft which travel on hard, flat surfaces
- Off-Road -- Craft which travel on rough ground with no penalty
- Railed -- Craft which travel on predetermined paths
- GEV -- Ground Effects Vehicles -- those that ride on a cushion of air
- Air -- Craft which normally are airborne
- Space -- Craft which are space-worthy -- these craft are usually but not always airworthy as well
- Water -- Craft which ride on the top of the water
- Sub -- Craft which normally travel beneath the water's surface
- * Indicates the craft is compartmented

Cost: the Resource Rank of the craft

Control: Ability of the craft to respond to sudden changes in direction and speed

Speed: the rank representing the maximum safe speed of the craft

Body: amount of damage the craft may take before failing to operate; its personal body armor and material strength

Protection: amount of Body Armor the craft provides to normal riders.

Land Vehicles

Sedans is the term for most standard automobiles, concentrating on the mid-sized representatives of Detroit steel. Sedans seat about 5, according to the commercials (two sets of twins and a man named Murray).

Mini-Cars are those of a smaller size than the sedan, and include most compacts of the American companies, as well as the still extant VW Beetle and newer imports such as the Yugo and the Hyundai. These seat four in tight quarters.

Sports Cars include most of the jazzy little numbers the detectives on TV zip around in. They have a higher safe speed and better control than the family car, but are made of lighter materials and more easily damaged. Sports cars carry two normally. three or four with crowding (the Trans Am back seat is not designed for the human form).

Luxury Cars are the gas-guzzling huge cars, and range from a mid-sized Cadillac to the huge vehicles with wet bars inside. Their big trouble is that they steer like rocks. Luxury cars seat from 5 up to about 10 for the largest monsters.

Security Limo is a variant of the luxury car. with stronger materials, thicker plating about the passenger compartment, bullet-proof glass. and a higher protection value to those within. Seating is as for Luxury Cars.

Vans are large. box-like vehicles on a sedan wheelbase. They have the advantage of space (about 8 bodies), and the back may be covered to prevent unwanted eyes seeing in. Both Captain America and Punisher have modified vans.

A Convertible is a sedan with a top that folds down. With the top up, it has similar protection to a sedan. Include cars with T-top roofs as

Name	Type	Cost	Control	Speed	Body	Protection
Sedan	Road	Rm	Ty	Gd	Gd	Pr
Mini-Car	Road	Ex	Gd	Gd	Pr	Fe
Sports Car	Road	In	Ex	Rm	Pr	Pr
Luxury Car	Road	In	Pr	Gd	Ex	Gd
Security Lime	Road	Am	Ty	Ex	Re	Re
Van	Road	Rm	Pr	Gd	Gd	Gd
Convertible	Road	Rm	Ty	Gd	Gd	Fe
Taxi	Road	Ex	Ty	Gd	Ty	Pr
Bus	Road	In	Pr	Gd	Ty	Ty
Police Car	Road	Rm	Gd	Ex	Ty	Ty
Police Van	Road	Rm	Ty	Gd	Ty	Ty
SWAT Van	Road	In	Ty	Gd	Rm	Ex
Semi	Road	Rm	Ty	Ex	Ex	Gd
Sleeper	Road	In	Ty	Ex	Ex	Ex
Armored Car	Road	In	Ty	Ty	Rm	Rm
Fire Truck (Includes Fire Hoses, Hook and Ladder)	Road	In	Ty	Ex	Gd	Ty
Ambulance	Road	Rm	Gd	Ex	Gd	Gd
Rocket Car	Road	Am	Fe	ShZ	Pr	Pr
Bicycle	Off-Road	Pr	Gd	Ty	Fe	0
Motorcycle	Off-Road	Ex	Ty	Ex	Pr	0
Motor Trike	Oft-Road	Rm	Rm	Gd	Gd	0
Pickup Truck	Off-Road	Rm	Ty	Gd	Gd	Ty
Jeep	Oft-Road	Rm	Gd	Ex	Gd	Pr
AN	Off-Road	Rm	Rm	Gd	Gd	Ty
Snowmobile	Off-Road	Ex	Gd	Gd	Ty	Rm
Heavy Truck	Off-Road	In	Pr	Ty	Ex	Gd
Tractor	Off-Road	Rm	Gd	Ty	Gd	0
Bulldozer	Off-Road	In	Ty	Ty	Ex	Ty
Tank (Includes Light Artillery mount and Machine Gun)	Off-Road	Am	Ex	Ty	In	Rm
SPG (Includes Heavy Artillery mount and Machine Gun)	Off-Road	Mn	Ty	Pr	Rm	Ex
Armored Carrier (Includes Machine gun)	Off-Road	Am	Gd	Gd	In	Rm
Walker (includes Stun Cannon)	Off-Road	In	Gd	Gd	Rm	Rm
Borer	Off-Road	In	Pr	Ty	Rm	Rm
Train	Railed	In	Fe	Ex	Gd	Gd
Bullet Train	Railed	Am	Pr	In	Gd	Gd
El	Railed	In	Pr	Ty	Gd	Gd
Monorail	Railed	In	Pr	Ex	Ex	Gd
Hovercraft	GEV	In	Ex	Rm	Gd	Gd

MSH Expert Edition

well in this category.

The Taxi is that ever-present vehicle of New York and other major cities, and is similar to a sedan (carries about three passengers in addition to the driver). Your standard Yellow Cab fare is a Typical cost for getting crosstown. (Note -- Taxi drivers are normally a tough, friendly lot, but their temperaments can be frayed when they carry super-powered individuals who may be attacked at any moment by their foes.)

Buses are another major form of mass transportation for the city, and is a Feeble cost for a trip to the suburbs. City and School buses rarely make their full speed on their runs, while those of cross-country companies run at top Speed between cities (Cost between Poor and Typical, depending on location of cities). Buses carry up to 80 people.

Police Cars are the vehicles of the constabulary, usually with a little more power under the hood and better-cared for than the standard sedan. Police cars seat 5, but often have a grill between the front and back seats to prevent the passengers from getting to the driver (and vice-versa).

The Police Van is to the van as the Police Car is to the sedan. This vehicle often carries additional armament for teams in trouble, including Riot Guns and gas canisters. The back part of the van can carry up to 1D prisoners for short periods.

The SWAT in SWAT Van stands for Special Weapons And Tactics, and these babies are portable armories of ten riot guns, ten sniper rifles, ten flak jackets, and a wide supply of smoke, tear gas, and knock-out gas grenades (sorry, weapons and batteries not included in purchase of the vehicle). Carries about ten people.

The Semi is the two-piece truck common on the nation's highways, carting the nation's food from city to city at high speeds. The forward Tractor can be detached from the Trailer, and has stats similar to the van. The rear trailer may be of a

number of types, either to haul produce, mask secret operations, or carry equipment. The Tractor portion seats about 3 comfortably. Sleeper tractors can hold a king-size bed in the compartment behind the driver, and thus can carry considerably more people.

Armored Cars are favorite targets of criminals, and normally sport a team of two guards in the front, and an optional man inside. Armored Cars are also used for transporting powerful criminals who are under arrest.

Fire Trucks are large trucks used to carry men and materials to fires. Each carries up to a dozen men, along with hose, hooks and ladders, nets, and fireproof suits.

An Ambulance is a van equipped with a more powerful engine and gear to handle most medical emergencies. Ambulances operate both in conjunction with hospitals and as separate Para-med services. Driving Note: Ambulances, Fire Trucks, and Police Vehicles with their top-lights flashing have right of way over other vehicles.

A Rocket Car is the fastest land vehicle in the world, and is only used in large areas where there is not much to hit, like the Bonneville Salt Flats. As a road vehicle, it is fairly useless due to its lack of maneuverability. This does not stop certain young souls from [modifying](#) their cars with Rocket Packs to duplicate this one's Speed benefits.

A Bicycle is the standard, man-driven two-wheeled vehicle. It is faster than walking for most people.

The Motorcycle is the marriage of the car and bicycle. Due to its precarious balance, a Motorcycle that goes out of control cannot be brought under control until it comes to a stop. Cycle riders may reduce damage by one rank by wearing adequate headgear. Seats two.

The Motor Trike is a motorized tricycle, and has the advantage over the motorcycle in that it has greater stability. A motor trike that goes out of control can have

control regained while still in motion.

The Pick-Up and Jeep are four-wheel drive off road vehicles. Four wheel drive does not prevent you from getting stuck, it only gets you stuck in worse places (quote by Dirtbuggy Doug Niles). The Jeep has been a workhorse for the Army for years, and is only now being replaced by another vehicle with similar stats.

ATV means All-Terrain Vehicle, and is a catch-phrase for the wide variety of multiple-tired and treaded vehicles used both by ordinary citizens and secret subversive societies.

Snowmobiles are ATVs for the snow. They have a Control of Feeble when on ice or non-snow terrain. Snowmobiles range from 2 person to ten person major vehicles.

Heavy Trucks include dump trucks and other heavy construction equipment.

A Bulldozer is another typical construction vehicle. The blade on the front makes a suitable battering ram, and is made of Remarkable strength material.

Tank is a nice generic term for most vehicles that carry light artillery, regardless of their make and nationality. The typical tank carries one piece of Light Artillery and 1-2 machine guns as standard equipment. There are modified versions available, including those mounted with Laser Cannons, Stun Cannons, or Concussion Cannons instead of Light Artillery, and carrying lasers instead of machine guns.

SPG means Self Propelled Gun, a piece of Heavy Artillery on its own halftrack. SPGs do not have the Protection of the tank, but have more range and firepower.

The Armored Carrier is an armored troop-carrying vehicle (about 20 people maximum). The armored carrier operates on treads, and carries two machine guns (lasers in some cases).

The Walker is a curious form of off-road vehicle in that it does not have

wheels or treads, but rather two or more legs that simulate human or animal movement. Such devices are generally experimental and as such are used by organizations such as Hulkbusters. They are normally equipped with a stun cannon, as firing weapons with recoil (such as LAW or Light Artillery) would require a Control FEAT to prevent tipping over. Any attack on a walker vehicle requires a Control FEAT by the operator to determine whether it remains upright. Seats four to eight persons.

The Borer is not really a land vehicle, but a subterranean vehicle. It allows speedy travel through the underground. If moving at Poor speed, its passage leaves a tunnel that others may follow; otherwise it leaves churned earth behind it. Villains who live deep within the Earth, such as Mole Man, use the Borer as standard equipment. Because of its construction, with the forward screw, the borer can make an Edged Attack for Incredible damage.

The Train is the most common form of the Railed vehicles. All Railed vehicles cannot change their direction other than forward and backward, and may only change Speed. Control FEATs only concern sudden deceleration. If the track is removed or destroyed, the vehicle will immediately go out of control without chance of regaining control. Trains may be bulk carriers, or passenger lines, such as Amtrak. The train maintains a "crew" of 5, and in the case of passenger trains, 3 or more cars that may each carry 100 people or more. Train costs vary, but between cities with regular service, a ticket is Typical Cost.

The Bullet Train includes all of the new, high-speed versions of trains, and is used exclusively for passengers. Capacity and limitations are similar to the normal train. Such trains are in use in France and Japan, where Cost for a trip is Poor. None have been built in the United States as yet. The EI includes the elevated trains of Chicago and New York, and the Light Rail Systems of cities such as

Pittsburgh and San Francisco. Cost for these systems is Feeble, and they are primarily used by commuters. Els have the restrictions of all Railed vehicles, and carry up to 80 people per car.

Monorailsystems are popular in amusement parks, as well in major industrial parks such as the former SI Industrial Park on Long Island. As the system gains its power from the line it travels on, breaking that line results in the vehicle coming to an immediate halt.

The Hovercraft is the only notable mention of the Ground Effect Vehicle. This vehicle is neither fish nor fowl, as it rides on a cushion of air, handles as does an Air type, but goes out of control as an off-road vehicle. Hovercraft move at a maximum Speed of Good off road, over broken ground, or in stormy weather.

Aircraft

Private Planes generally represent small propeller-driven aircraft used by individuals. The private plane seats 5 with little problem.

Corporate Jets represent the more modern turbo-prop jets that more powerful corporations use for their top executives. Corporate Jets have a crew of two and may carry up to 20 people in comfort.

The Military Jet is the modern fighter of the skies, laden with electronic detection gear and weaponry. Military jets carry machine guns (alternately lasers), as well as up to 4 missiles with launchers in the jet itself (missiles would be separate purchases). The United States have developed a Stealth version of this plane that can block enemy radar with RM(30) ability.

The Military Bomber is slower and more heavily armed than the Jet. Bombers carry machine guns plus 100 bombs (missiles that only go straight down). Again, the US have a stealth version that can cloak

itself from radar with RM(30) ability.

Commercial Jets include the large jet-driven aircraft, such as the DC-10, the Tristar, and the 707s and 747, as well as cargo planes. A Commercial jet can carry upwards of 100 people. Cost varies between cities, but for flights in the same country, cost is Good, Excellent for international travel.

Blimps include everything from the Hindenberg to the modern airships that huckster for tire companies. Blimps may remain in place (0 movement) without danger of crashing, but unlike other aircraft, are more susceptible to winds. Blimps may take off vertically or horizontally. Early airships used explosive hydrogen for lifting (Amazing explosion), but helium is universally used today. If the Body of the airship is reduced to 0, the craft does not have enough lift to remain aloft, and will crash. Finally, blimps include both balloons and those airships with an internal frame - the latter are properly called dirigibles.

Traffic Copters are fairly common in the airspace over American cities, and this type also includes

private vehicles and medivac copters as well. Helicopters have VTOL ability (Vertical Take-off and Landing), and as such may drop to 0 speed without losing control.

Battle Copters are heavy duty versions of the Traffic Copter, can carry a squad of 15 men plus crew, and are armed with Machine Guns (alternately lasers). All Copters have VTOL abilities, and may hover in place.

WWI and WWII planes are still available in some countries, among collectors, and in the possession of nut-cases like Arcade. WWII planes include (but do not do justice to) a variety of fighters, including the Corsair, the Spitfire, and the Zero. WWII bombers include the large, punishment-taking craft like the Flying Fortress and Junkers bombers. WWI planes consist of light, fragile craft including the Spad, the Neuport, the Fokker triplane, and the Sopwith Camel.

VTOL Jets exist in several air forces, and have been used with efficiency by the RAF in the Falkland war. VTOL jets have the capabilities of jet fighters, with the

Name	Type	Cost	Control	Speed	Body	Protection
Private Plane	Air	In	Ty	Am	Fe	Ty
Corporate Jet	Air	Am	Ty	Am	Pr	Ty
Military Jet, Includes 4 missiles of various types	Air	Mn	Ex	ShX	Ty	Ty
Military Bomber, includes 100 bombs	Air	Un	Gd	Un	Ty	Ty
Commercial Jet	Air	Mn	Gd	Mn	Ty	Ty
Blimp	Air	Am	Fe	Pr	Fe	0
Traffic Copter	Air	In	Gd	Ex	Fe	Fe
Battle Copter	Air	Am	Ex	Ex	Ty	Gd
WWII Plane, Includes machine gun, 2 bombs	Air	Am	Gd	Rm	Ty	Ty
WWII Bomber, Machine Guns, 100 bombs	Air	In	Ty	Ex	Gd	Gd
WWI Fighter, Includes Machine Guns	Air	In	Rm	Gd	Pr	0
VTOL Jet, Includes four Missiles	Air	Mn	Rm	Un	Ty	Ty
Ultra-Light	Air	Ex	Ex	Ty	Fe	0
Gliders	Air	Ex	Ty	Ty	Fe	0
Autogyro	Air	Rm	Ex	Ex	Pr	Pr
Air Car	Air	In	Ex	Pr	Gd	Gd
Skymobile	Air	Rm	Ex	In	Ex	0
Flying Car	Air	Am	Rm	Am	Ex	Gd
Quinjet	Air	Am	Rm	ShY	Ex	Gd
Concorde	Air	Mn	Ty	ShX	Gd	Gd
Omnijet	Air	Am	Ex	ShY	Ex	Gd
Pogo Plane	Air	Am	Ex	ShY	Ex	Gd
Fantasticar	Air	In	Ex	In	Gd	Ty
SRC	Air	In	Gd	Rm	Ex	Ty
"Blackbird"	Air	Am	Rm	ShY	Ex	Gd

added ability to hover and take off vertically.

The Ultralight is a small glider powered by a gasoline engine. Its mylar wings make it incredibly fragile, and it offers little Protection to the rider. It is, however, relatively inexpensive, portable, and makes little noise.

Gliders include hang gliders and paragliders (parachutes designed to allow the wearer to steer). Gliders will normally fall 3 floors per round, but can travel 6 areas in that time. Individuals skilled in gliders can rise by use of thermals (columns of warm air, usually found over desert and parking lots) at a rate of 1 floor per round, but this requires a Control FEAT.

An Autogyro is a small, one-man plane similar to the ultralight, but is a relative of the helicopter. The Autogyro has VTOL abilities.

Air Car represents all one-man vehicles that float by means of electro-magnetic field, columns of air, or gravimetrics. These vehicles are generally better for moving vertical distances than linear ones, and as such rise 10 floors in a single round. Air cars have VTOL abilities.

The best example of a Skymobile craft was originally designed for Hawkeye, and has become a standard piece of equipment for the West Coast Avengers, as that sunny climate is more conducive to the exposed nature of the craft. It is an airborne motorcycle with VTOL capabilities, and can lift upwards of half a ton.

Flying Car represents the model used by S.H.I.E.L.D. as a standard vehicle. While on the ground, it has the capabilities of a Ground vehicle, and has the Control and Speed listed only when airborne. (Body remains same in both cases.) The S.H.I.E.L.D. flying vehicle is armed with a forward Stun Cannon and a rear LAW, the latter of which occupies most of the trunk space.

Quinjet, designed by the Wakanda Design Group and built by Stark International, represents a durable long-distance vehicle used by the

east and west coast teams of the Avengers. It seats 7, including a crew of 2. The vehicle has VTOL abilities, but was until recently launched by a catapult that flung the craft over Central Park.

Concorde represents all versions of supersonic passenger craft, which includes a Soviet version and an American SST which never got off the ground. Used for long-distance hauls of 200 + passengers. Travel from Paris to New York is a Remarkable cost.

The Omni-Jet, built through Canadian contractors for use by Alpha Flight, is that team's version of the Quinjet. It seats seven and has VTOL abilities, and is capable of hovering in place. The team currently has only a single OmniJet, though more are being contracted for.

The Pogo Plane was one of the first VTOL craft, and was designed by Reed Richards. It differs from most other VTOLs in that it lands and takes off in a vertical position (hence its nickname). The plane seats four. Unlike most other VTOLs, it cannot hover in place.

The Fantasticar is another of Richards' designs, and serves its purpose as a short and medium range carrier. The Fantasticar seats six, and the two side seats are small miniplanes that may break off from the mother craft and move separately. The craft have the following stats: Control: In, Speed: Ex, and Body: Ty

SRC stands for Short Range Carrier, and represents a general type of air cushion and anti-grav vehicles used for short distances. The most famous of these craft is the original Flying Bathtub used by the Fantastic Four, but similar types of craft have been developed by other organizations.

Blackbird is the name of the X-Men's RS-150 Lockheed. A relative of the effective spyplane, the Blackbird has been modified by alien (Shi'ar) technology to its present state. It will seat ten, and carries no weapon. The Blackbird, as result of its Shi'ar modifications,

is capable of VTOL, though others of that type are not.

Space Vehicles

The Space Shuttle represents those near-space reusable craft similar in design to those operated by NASA and some private industries. In the atmosphere, the Shuttle has the attributes of an aircraft. The shuttles are designed only to reach near space, the realm of most satellites. They cannot reach the moon.

The Lunar Shuttle, of the type used by the Inhumans, allow travel from Earth to the moon or a similar distance. In the atmosphere, the vehicle depends on powerful retroengine to land safely.

The stats provided for the Space Ship are for a generic type, used by most interstellar civilizations of one kind or another. There are a number of different types with different armament, and when a specific kind of ship is used, its stats will be provided. Armament varies as well, and usually but not always includes several laser cannons. Space ships have 1-100 compartments, depending on size.

[to do: Add in some alien ships]

Name	Type	Cost	Control	Speed	Body	Protection
Space Shuttle	Space	Mn	Ty	ShZ	Rm	Rm
Lunar Shuttle	Space	Am	Gd	Cl1000	Rm	Rm
Space Ship	Space*	Un	Ex	Cl3000	Ex	Ex

Water Craft

The Raft represents the simplest of the water vehicles, no more than the floating of bound logs or wreckage. It may be propelled by oars or by wind power, neither with any great efficiency. The Rowboat includes all those oared vehicles designed for that purpose (as opposed to rafts, which may be jury-rigged). Rowboats are moved by oarpower, and include rowboats as well as canoes and life rafts. Rowboats hold upwards of 20 people in the latter case, though 4-5 is the more normal number.

The Sailboat includes all manner of small sailing vehicles, including the sunfish and sailfish craft that dot the waterways. For all sailing vehicles, the speed is increased one column shift to the right when moving in the same direction as the wind, and may not exceed the listed speed when moving against the wind.

The Racing Sloop is the larger, ocean-going sailboat that is used for long-distance runs. The Sloop may have an engine as well (motorboat stats). Seats up to 5 comfortably.

The Motorboat is the standard rowboat with a motor attached. It includes shuttles, dinghies and other small craft.

The Yacht is the large pleasure craft version of the motorboat. Most carry up to 10 in comfort, and have

all the comforts of home.

The Speedboat is the more streamlined, powerful version of the motorboat. It is used as a pleasure craft, and also for missions requiring quick entrance and exit. Seats about 4 comfortably.

The Patrol Boat includes those craft of the harbor patrol and Coast Guard, as well as small military craft. Most are armed with one piece of light artillery, f-3 machine guns, and carry a crew of up to 10.

The Hydrofoil is among the fastest of water craft. It attains its high speed by rising above the water on skis, reducing the drag from the boat in the water. The disadvantage is that any successful attack on the hydrofoil results in a Control FEAT to see if control is lost. If control is lost on a Hydrofoil at greater than Excellent speed, the craft will crash into the water.

Jetskis are small one-man sea equivalents of the snowmobile. Some may be modified to carry weapons, and others have been modified to give flight and underwater abilities.

Ocean Liners include the modern cruise ships and the passenger liners of the days of the Titanic. They are compartmented to prevent sinking in case of being holed (40 compartments). The Ocean Liner carries upwards of 300 people. Cost of a typical cruise is Remarkable Passage across the

ocean on a less-than-class line (read: tramp steamer) is Excellent.

Destroyers include all military ships from the patrol boat up to the battleship. These craft have 20 compartments, and carry a crew of about 150 trained seamen. Most destroyers carry between 0-3 pieces of heavy artillery and 1-4 pieces of light artillery, though some of the more modern ones have been equipped with missiles.

Battleships are the floating platforms for the big guns, the super-heavy artillery. All the dreadnoughts from WWI and battlewagons from WWII fit into this category, but their use is reduced in the modern navy, replaced by the carrier. There will be 2-4 super heavy artillery pieces, 4-6 heavy artillery on the ship. The ship is compartmented (1:40 compartments) and carries upwards of 1000 men.

Carriers are aircraft-bearing ships (aircraft available separately), and are armed with missiles as well. Similar to battleships, the carriers have 40 compartments and carry up to 100 men.

Submarines run the gamut from WWII U-Boats to modern craft armed with powerful missiles. The "standard" sub is armed with 8 missiles, and in addition carries a supply of about 20 torpedoes (treat as undersea missiles). Modern subs have 5 compartments and carry about 50 men.

Name	Type	Cost	Control	Speed	Body	Protection
Raft	Water	Fe	Ty	Fe	Pr	0
Rowboat	Water	Ty	Gd	Fe	Ty	Fe
Sailboat	Water	Gd	Pr	Pr	Fe	0
Racing Sloop	Water	Rm	Gd	Gd	Pr	Pr
Motorboat	Water	Gd	Ex	Ex	Ty	Pr
Yacht	Water	In	Ty	Gd	Ty	Ty
Speedboat	Water	Rm	Gd	In	Ty	Pr
Patrol Boat, Includes Light Artillery, Machine Guns	Water	Rm	Gd	Rm	Gd	Ty
Hydrofoil	Water	In	Ty	In	Ty	Ty
Jetskis	Water	Rm	Ex	Ex	Gd	0
Ocean Liner	Water	Am	Gd	Ty	Rm	Gd
Destroyer, Includes Light Artillery, Heavy Artillery	Water*	Mn	Ty	Ty	Ex	Ex
Battleship, Includes Super Heavy Artillery	Water*	Un	Ty	Pr	Rm	Ex
Carrier, Does not include air craft, includes Missiles	Water*	Un	Ty	Pr	Ex	Ex
Submarine, Includes 8 Missiles	Sub*	Am	Gd	Pr	Rm	Ex
Mini-Subs, Missile or laser armed	Sub	In	Ex	Gd	Gd	Gd

MSH Expert Edition

Mini subs are one- or two-man craft that may be launched from specially designed ships. These subs are faster and more maneuverable than the sub itself, and are armed with missiles or laser-rifles.

Power Suits

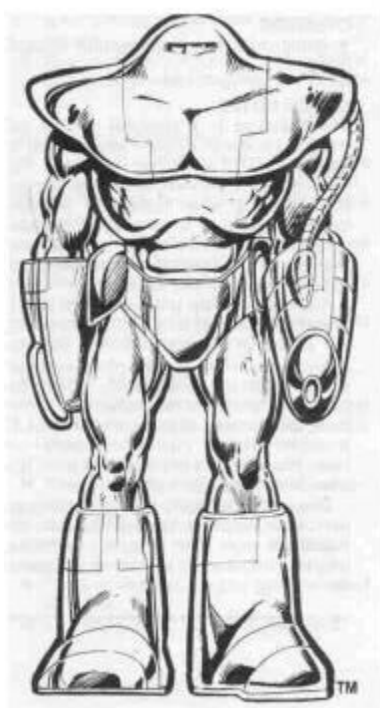
A small number of companies mass-produce power suits. Most notable in this category is the Stark Industries Mandroid Armor.

Mandroid™ Armor

Cost: UN(100)

Constructed by: Stark International

Inventor: Stark International



ABILITY MODIFIERS

Raises Agility by 1 rank (Maximum of GOOD)

Raises Strength by 2 ranks (Maximum of EXCELLENT)

Raises Strength by 1 rank (Maximum of EXCELLENT)

KNOWN POWERS

BODY ARMOR

Constructed of titanium alloy. Provides Incredible protection from physical attacks. Provides Incredible protection from energy attacks.

AIR SUPPLY

Total internal life support system. Can support normal functions for 24 hours.

NEURO-STUNNER

More refined version of the Stun Cannon. Hits with Incredible potency stun ray. Range of 1 area. Inflicts no real damage other than stunning.

PUNCH BLASTERS

Also installed in the arms of the armor. Operates off magnetic force. Inflicts up to Remarkable damage up to 1 area away.

ELECTROSTATIC BEAMS

High voltage electrical dischargers. Inflict Remarkable damage up to 2 areas away.

LASER

250-watt laser/cutting torch. Inflicts Excellent damage. Range of 7 areas,

TRACTOR-REPELLOR

Field generator used to manipulate objects at distance. Perform as if Remarkable strength. May be used to escape grappling attacks. Maximum range of 3 areas.

SENSORS

Infravision for 3 areas. Radar/Sonar display of Remarkable ability. Full range radio/communication system, including loudspeaker. All senses of wearer receive Remarkable protection.

REMOTE CONTROL

Communication system is such that external sources may take over programming in event of wearer failure. Alternately, suits may be preprogrammed to follow certain actions should the wearer be incapacitated.

OVERRIDE

Mandroid suits have no override capabilities.

DESIGN NOTES

The Mandroid is a personal combat suit designed and built by Stark International for use by S.H.I.E.L.D. in their operations. The thinking behind the Mandroid armor is to give the wearer a large number of offensive options available to provide a variable response to the level of threat. In some cases that threat may include those posed by super-powered heroes or villains.

Stark apparently produced this suit in great numbers for S.H.I.E.L.D. before getting out of the armament business, and the agency may now rely on other suppliers using the data provided by Stark. Many of the suits have been lost in combat, and others have disappeared in raids on S.H.I.E.L.D. armories. Of these "rogue units," many have fallen into the hands of the underground, and have turned up as far away as Japan.

Despite (or perhaps because of) the great number of response options available, the mandroids have been singularly ineffective except in the hands of a highly-skilled operator.